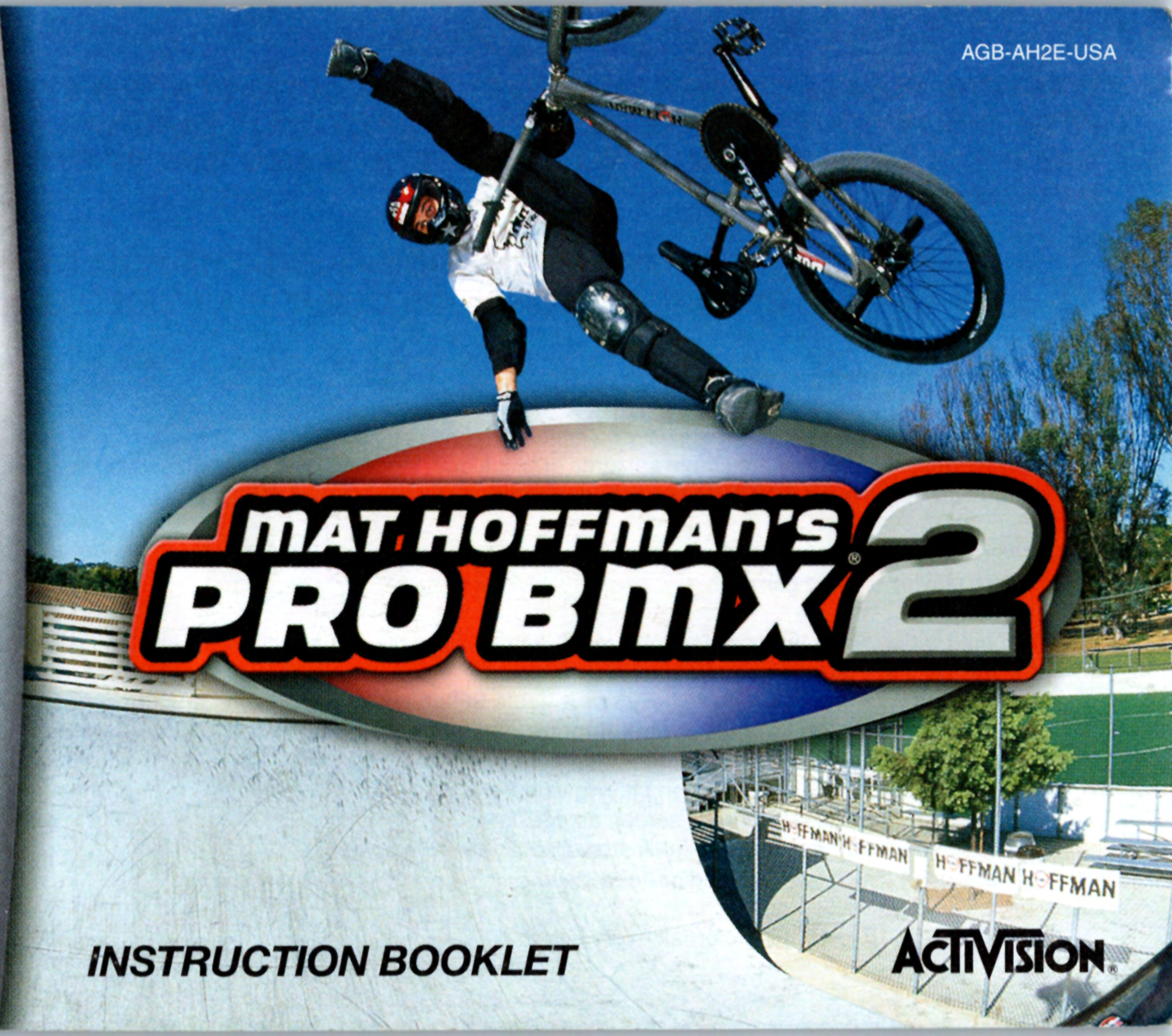
GAME BOY ADVANCE®

AGB-AH2E-USA


HOFFMAN HOFFMAN
HOFFMAN HOFFMAN

MAT HOFFMAN'S PRO BMX® 2

INSTRUCTION BOOKLET

ACTIVISION®

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision
Eye or muscle twitching
Involuntary movements
Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

EVERYONE

CONTENT RATED BY ESRB

EVERYONE

Visit www.esrb.org or call 1-800-771-3772 for info.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

Official Nintendo Seal of Quality ®

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

GBA LINK CABLE

THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

LICENSED BY

Nintendo®

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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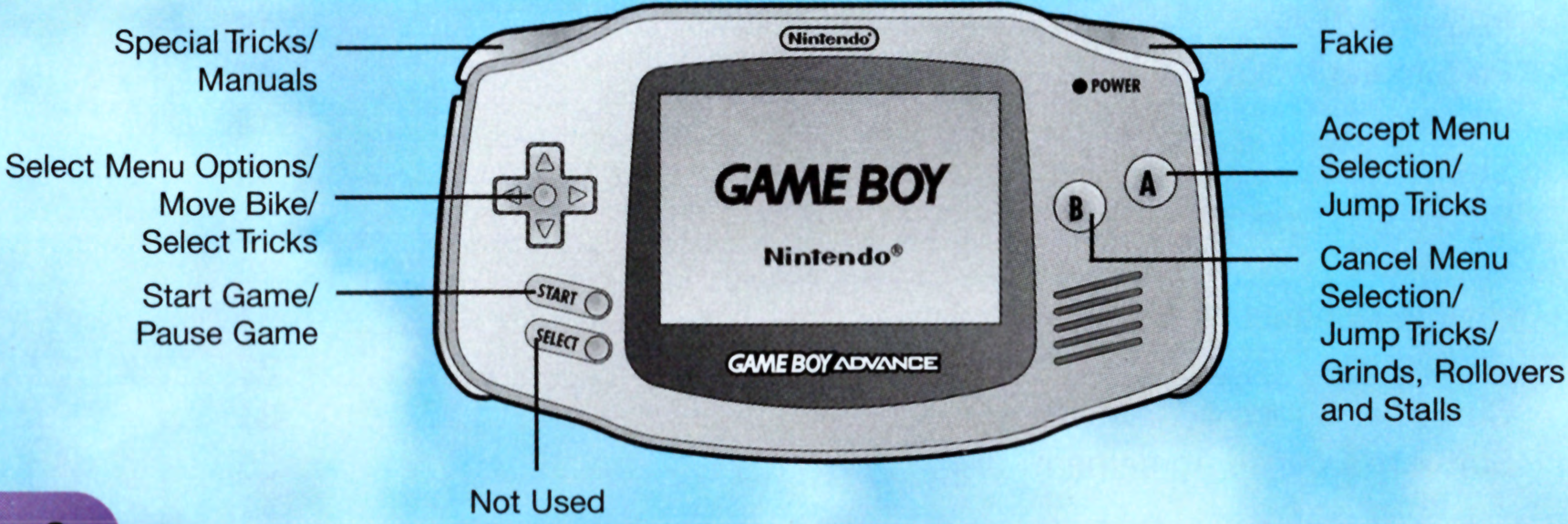
STARTING THE GAME

- Make sure the POWER switch is OFF.
- Insert the Mat Hoffman's Pro BMX™ 2 Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.
- Turn the POWER switch ON.

Note: The Mat Hoffman's Pro BMX 2 Game Pak is for the Game Boy® Advance system only.


Special Tricks/
Manuals
Select Menu Options/
Move Bike/
Select Tricks
Start Game/
Pause Game
Not Used
Nintendo
POWER
GAME BOY
Nintendo®
GAME BOY ADVANCE
START
SELECT
A
B
Fakie
Accept Menu
Selection/
Jump Tricks
Cancel Menu
Selection/
Jump Tricks/
Grinds, Rollovers
and Stalls

GAME BOY® ADVANCE CONTROLS

Control Pad

- Menu Screens – Choose options, levels, riders and game modes.
- In the Game – Control bike, dial in tricks either on its own or with A Button and/or B Button pressed.

SELECT

Not used.

START

- Title Screen – Start game.
- In the Game – Pause game.

L Button

- Special Tricks
- Manuals

R Button

- Modify an airborne trick to a fakie.

A Button

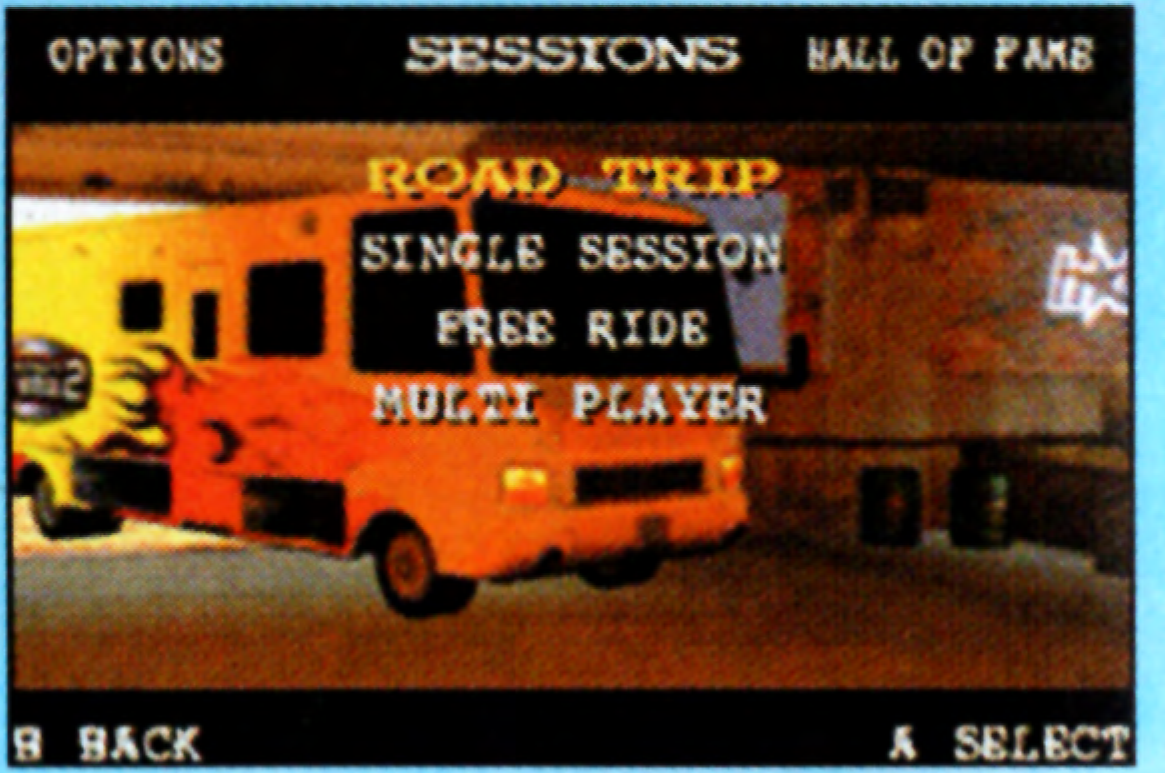
- Menu Screens- Accept selection.
- In the Game – Bunnyhop, Stalls, Upside/Downside Quick Tricks with Control Pad or B Button

B Button

- Menu Screens – Cancel selection, go back to previous screen.
- In the Game – Dial in Advanced Tricks, Grinds, Plants and Rollovers with either the Control Pad or A Button.
- Summary Screen – View replay.

MAIN MENU

Press **START** to go to the Main Menu from the Title screen. Use ← and → on the Control Pad to scroll between the different Main Menu choices. Use ↑ and ↓ to scroll between the different selections; press the **A** Button to confirm your choice.


OPTIONS
SESSIONS
HALL OF FAME
ROAD TRIP
SINGLE SESSION
FREE RIDE
MULTI PLAYER
B BACK
A SELECT

SESSIONS

- Select **Road Trip** to go on a trip with the other Pros. Complete the tiered objectives to unlock new levels.
- Select the **Single Session** option to play a timed run on any unlocked level. Try to set a new high score!
- Select the **Free Ride** option to play without a time limit so you can explore the levels and learn new lines and areas.
- Select the **Multi Player** option to play Mat Hoffman's Pro BMX 2 with a friend via HotSeat or if you have two Game Boy® Advance systems, two copies of Mat Hoffman's Pro BMX 2 GBA, and a Game Boy® Advance Game Link® Cable you can play Link.

HALL OF FAME

- Select **View Records** to view the current high scores.
- Select **Clear All Records** to erase all current high scores.

OPTIONS

Game Options

- Music: Press ↑ ↓ to select between volume levels (0%, 50%, 100%).
- SFX: Press ↑ ↓ to select between volume levels (0%, 50%, 100%).
- Score Display: Toggle the scoring on/off.
- Manuals: Switch between opposite and same direction controls.
- Credits: Select to view credits.

Memory

- Save Game: Saves current game.
- Load Game: Loads saved game.

ROAD TRIP

Road Trip mode is the main part of the game where you must complete objectives to earn road trip points so you can travel to new areas.

- Select **Start New Road Trip** to begin a fresh playthrough. Select **Load a Saved Road Trip** to continue your career.
- Tutorial is included as the qualification round for the first level, Oklahoma. To take your chances at the 3 tiers of objectives available for each level, you must demonstrate to the Pros your ability to do the basic maneuvers.

Note: If you are already familiar with the games controls, you can select the "No" option before starting the Tutorial.

Note: Completing the Road Trip with all the riders will set every rider's stats to Maximum in Multi Player.

MULTIPLAYER

To play a two-player link game of Mat Hoffman's Pro BMX 2, you'll need two Game Boy® Advance systems, two copies of Mat Hoffman's Pro BMX 2 GBA, and a Game Link® Cable. HotSeat is also available to those who only have 1 Game Boy® Advance and 1 copy of the game.

Select **Link** to play against your friends using 2 Game Boy® Advances. Select **HotSeat** to compete with the same Game Boy® Advance.

After both people select Link, Player 1 will choose the game mode. Both players can then select their riders and Player 1 will choose the level.

LINK

- *VS* is for two players wishing to compete based just on their ability to score big.
- *Bomb Game* is a game of tag. Make sure you don't have the bomb when time runs out.
- *Joust* has the player with the biggest combo knock their opponent to the ground.
- *Trick Attack* is about control and getting the balance to tip in your favor.
- *Fast Play* is about seeing who is the best player in all game modes.

HOTSEAT

- *Horse* has both players competing for single best trick. Just don't get a letter!!
- *Fast Play* will show who is the master and who is the lesser.

SELECT RIDER

Each rider has his own strengths and his own set of special tricks.

Choose the rider you want by pressing ← → on the Control Pad. You can also change your chosen rider's clothing with ↑ and his bike color with ↓. Press the **A** Button to confirm your choice.

The six colored bars in the screen show:

Air: Height when hitting vert
Speed: How fast the rider can go
Stability: How easily the rider can land
Fakie: Ability to pull Fakie tricks
Grind: Ability to Grind
Manual: Ability to Manual

SELECT LEVEL

After you‘ve selected your Rider you’ll go to the Select Level Menu. Use ← → on the Control Pad and the **A** Button to choose a level from those available to you.

Some levels will be locked so you will have to complete objectives in Road Trip mode to unlock them.

ROAD TRIP

Select a rider then scroll to an available level.

When you are ready, press the **A** Button to continue. You now have two minutes to achieve as many objectives as possible. Use ↑ ↓ to view the three current objectives available. Press the **A** Button to start.

Objectives range from beating a set of high scores, collecting objects scattered around the level and performing a certain type of trick a number of times without bailing.

If you are finding a particular challenge too tough, try a different one. Check out the level listing for some tips.

When the time runs out your run is over. If you've fulfilled an objective you will be shown the Level Goals Screen again and the objective that you've just completed will be crossed out. You will then go on to the Summary Screen.

The Summary Screen gives you feedback on your performance during your run. Press the **B** Button if you want to see a replay of the last run or press the **A** Button to continue.

If you've fulfilled an objective you will be shown a reward screen; you will then be given the option of saving your progress.

SAVE GAME

Whenever you set a new high score, best time or complete objectives, the game will ask you if you want to save by bringing up the Save Menu.

Using ↑ ↓ on the Control Pad and the **A** Button, select **Yes** to save and **No** to quit and continue on to the Select Level Screen.

Be Careful! The game will only save one Road Trip position, if you select New from the Road Trip Menu, then Save, you will wipe out your previous game.

PAUSE MENU

- Press **Start** when playing to pause the game and show the Pause Menu.
- Select **Continue** to carry on with your run.
- Select **Retry** if you think you have no chance of completing an objective and want to quickly restart your run.
- Select **End Run** if you are sure that you have completed an objective but don't want to wait around until the time runs out. You will then be taken to the Level Goals or Summary Screen.

BASIC CONTROLS

- **Basic Movement**: Use ← or → on the Control Pad when stationary to start moving or perform a 180° bunnyhop to turn. Once you are moving forward, your rider will automatically maintain his speed, you can then use ← or → on the Control Pad to speed up or slow down.

- **Changing Lanes**: When moving forward on flatland you can shift up or down the level by pressing ↑ or ↓ on the Control Pad. Use this to adjust your position, to line up with Hand Rails or avoid objects in your way.
- **Turning on Ramps**: If you are approaching a suitable ramp, holding ↑ or ↓ will make you use the ramp to turn up or down the level.
- **U-Turns**: Press the Control Pad in a diagonal when slowly moving forward to perform a U-Turn up or down the level. Press ↙ or ↖ on the Control Pad if moving slowly to the right and ↗ or ↘ if travelling left.
- **Carry Throughs**: When approaching a suitable Vert Ramp or Quarter Pipe, press towards the ramp to transfer to the top of the ramp. Some places or items can only be reached by using this control.
- **Fast Recovery from Fakies**: You can quickly correct your direction and accelerate after successfully landing a Fakie trick by pressing ← or → on the Control Pad in the direction you wish to turn.
- **G-Turn**: Press **Away + B Button + Fakie** to nose spin. Your combo will continue.
- **Powerslide**: Press **Away + A Button + Fakie** to perform a quick reverse. Your combo will be broken.

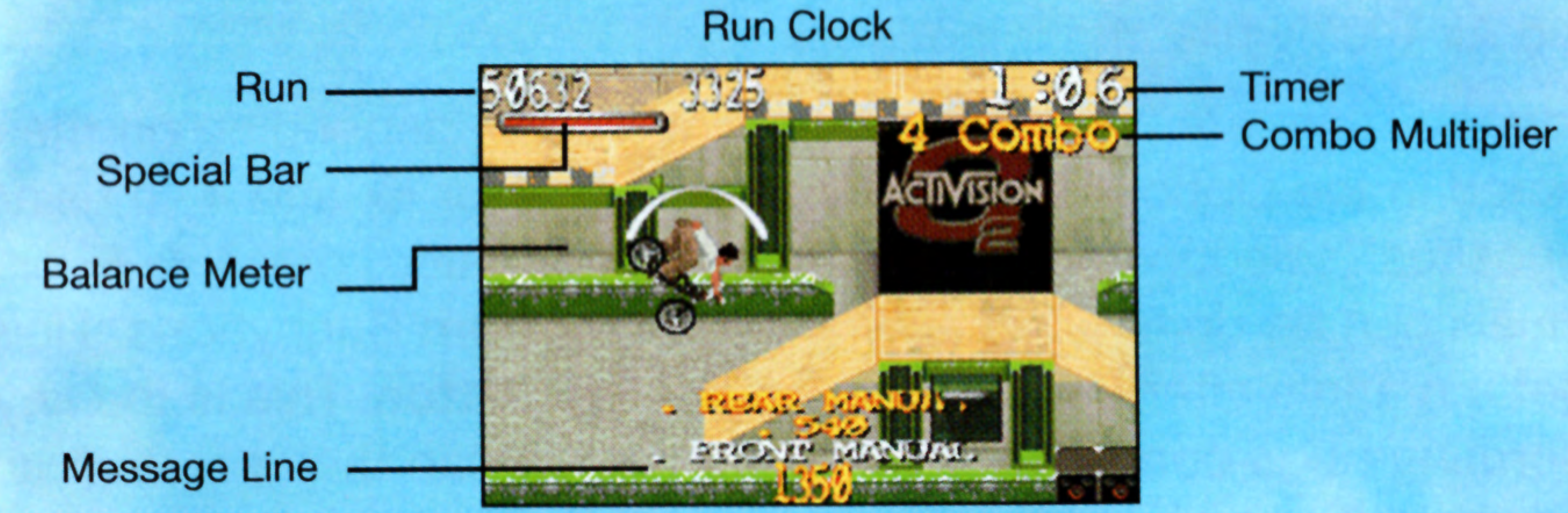
TRICK CONTROLS

- **Bunnyhops**: Press and release the **A Button** to perform a bunnyhop. Please note that bunnyhopping too close to objects will cause you to bail.
- **Grinds**: Bunnyhop near a rail and press and hold **B Button + Control Pad** direction to perform different grinds. You can grind a gap by releasing the **B Button** when approaching the gap and then repeating the grind controls to land the gap. Use ↑ and ↓ on the Control Pad to maintain your balance while grinding.
- **Plants**: When approaching a ramp, press **B Button + Control Pad** direction (up,down,towards) to perform foot, wheel, and hand plants.
- **Stalls**: When approaching a vert or spine ramp, press and hold **A + Control Pad** direction to perform a stall.
- **Wall Taps and Manual Taps**: Press **B Button + Control Pad** direction to perform a wall tap. This will keep your combo going and prevent you from "bonking" into walls. These can also be performed when in a manual.

- **Rollovers**: Press **B Button + Control Pad** direction when going over funboxes at slow speeds to perform Rollovers.
- **Drop-Off Tricks**: Press and hold the **A Button** when going off a drop to launch yourself into the air. You can then perform any combination of **A** & **B Button** trick maneuvers in Fakie or normal mode.
- **Basic Air Combo Tricks**: Press the **A Button** plus a **Control Pad** direction to perform basic air tricks. These can be performed when going up or down from a big air trick and are useful for building up your multiplier.
- **Advanced Air Tricks**: Press the **B Button** plus a **Control Pad** direction to perform the simple advanced air tricks. Double tap + the **A** or **B Button** (Up-Down-A = Tailwhip) to perform advanced air tricks. These tricks require plenty of time to perform so be careful where you attempt them.
- **Fakie Tricks**: Press and hold the **R Button** when performing a trick combo to modify the trick to Fakie.

- **Lane Change Tricks**: When approaching a ramp, press and hold **Up** or **Down** to begin a lane change. You can then perform any Advanced or Basic Air Trick while changing lanes.
- **Manuals**: There are 2 ways to perform manuals, depending on the option selected in the Options Menu. Press **←** and **→** or **→** and **←** if using the "Opposites" selection. With the "Double Tap" option, press **←←** or **→→**. Manuals can be done after landing a Trick, or from Bunnyhops. However, to get a manual after a Bunnyhop hold the **L Button**. This is the key to performing huge combos within the game. You can then press **↑** and **↓** to navigate lanes while you're in a manual. Press the **A Button** to exit the manual. Use the **←** and **→** Control Pad controls to maintain your balance.
- **Specials**: Press and hold the **L Button** and then dial-in the players special move to perform the special. This is a simplified method for performing these tricks. Throw these into your combos to ensure big time scores!

IN-GAME DISPLAY


Run Clock
Run
Special Bar
Balance Meter
Message Line
Timer
Combo Multiplier
50632
3325
1:06
4 Combo
ACTIVISION
REAR MANUAL
540
FRONT MANUAL
1350

Run Score: This shows the score earned so far in the run.

Timer: This shows the time left before the run ends.

Combo Multiplier: Shows current combo.

Special Bar: Fill your Special Bar by safely landing tricks and stunts. Fill up the bar faster by pulling off better tricks. When the bar is about two thirds full it will start to flash, now you can attempt your riders Speciality tricks. The bar will slowly empty over time and will empty completely if you bail (crash).

Message Line: This displays trick and combo names as they are pulled off as well as other bits of information.

PERFORMING TRICKS

Depending on what kind of object you are travelling over you can pull off a trick.

- **Hand Rails**: you can select from five different Grinds when riding close to a Handrail.
- **Fun Box**: Use this ramp when riding fast to get some serious air for STREET tricks. You can also perform four Rollover tricks on this ramp. Some Fun Boxes have a straight slope on one or both sides, be careful with your tricks when you use these slopes, they don't give as much air as the curved ramps.
- **Spine**: Use this ramp when jumping for street tricks. You can also choose one of six stalls to perform on this ramp.
- **Quarter Pipe**: When you jump on this ramp you will automatically turn and land in the opposite direction you took off from. While airborne you can perform VERT tricks. You can also select one of three stalls on this ramp.
- **Vert Ramp**: This ramp shares many of the same characteristics as the Quarter Pipe except it is possible to get HUGE air from one of these babies especially if you build up your jumps in a Half Pipe.

SCORING

- **Trick Variety**: Successfully doing a trick for the first time in a level gives you 100% of its point value. Each time you repeat the same trick the score decreases as shown below.

  1st – 100%; 2nd – 75%; 3rd – 50%; 4th – 25%

- **Air Combos**: If a trick is extended into an Air Combo you will receive the total score of both tricks.

- **Score Multipliers**: Pull off tricks on consecutive ramps to increase your combo multiplier. Doing 2 single tricks in a row will multiply the second trick's score by 2, doing another trick will multiply the score again!!

  Performing combos instead of single tricks increases your multiplier twice as fast! Stopping, bailing or missing an opportunity to pull off a trick will reduce your multiplier back down to 1.

Tip: Build up your Combo multiplier quickly by using basic combos then perform your rider's specials for sick scores!

Note: Performing any Trick more than once in any combo line won't give you more than 1 Combo Multiplier. You must perform different tricks to build up your multiplier.

STUNTS

All moves are based on the player facing right.

VERT BASIC TRICKS

180° X Up	A Button + →
180° Bar Spin	A Button + ←
180° No Hander	A Button + ↑
180° No Footer	A Button + ↓
1 Handed 1 Footer	A + B Button

Use Quarterpipes and Vert ramps for Vert tricks.

VERT ADVANCED TRICKS

180° Candy Bar	B Button + →
180° Can Can	B Button + ←
180° Table Top	B Button + ↑
180° Look Down	B Button + ↓
180° Superman	↑,↑

All moves are based on the player facing right.

VERT ADVANCED TRICKS (continued)

180° Peacock	↓,↓
180° Tailwhip	↑,↓
180° Indian Air	↓,↑
540°	←,→
Flair	←,↓

STREET BASIC TRICKS

X Up	A Button + →
Bar Spin	A Button + ←
No Hander	A Button + ↑
No Footer	A Button + ↓
1 Handed 1 Footer	A + B Button

All moves are based on the player facing right.

STREET ADVANCED TRICKS

Candy Bar	B Button + →
Rocket Air	B Button + ←
Table Top	B Button + ↑
Swing Out	B Button + ↓
Superman	↑,↑
Peg Grab	↓,↓
Tailwhip	↑,↓
Nothing	↓,↑
360°	←,→
Backflip	←,↓

STREET AND VERT AIR COMBO EXTENTIONS

X Down	A Button + →
Bar Spin	A Button + ←
No Hander	A Button + ↑
No Footer	A Button + ↓
1 Handed 1 Footer	A + B Button

All moves are based on the player facing right.

RAIL GRINDS

Double Peg Grind	B Button + →
Feeble Grind	B Button + ↑
Smith Grind	B Button + ↓
Ice Pick Grind	B Button + ↗
Tooth Pick Grind	B Button + ↘
Fakie Double Peg Grind	R Button + B Button + →

VERT STALLS

Double Peg Stall	B Button
Vert 180° Nose Pick	B Button + ↓
Vert Fufanu	B Button + ↑

All moves are based on the player facing right.

SPINE STALLS

Spine Stall	B Button
Nose Pick	B Button + ↓
Reverse Stall	B Button + ←
Tail Tap	B Button + ↑
180° Nose Pick	B Button + ↙
Fufanu	B Button + ↖

FUNBOX ROLLOVERS

Manual	B Button + ↑
Nose Wheelie	B Button + ↓
Rock Walk	B Button + ←
Tail Slap	B Button + →

Charge up your Special Bar by mixing up your other tricks before attempting your rider's Special Tricks.

VERT SPECIALS

900°	→, A Button + →
540° No Hander	←, A Button + →
Decade Air	↓, A Button + ↓
No Handed Flair	→, A Button + ←
Double Flair	←, A Button + ←
Double Tailwhip	↑, A Button + ↑
No Foot Can Can	↑, A Button + ↓

Rocket Queen	↓, A Button + ↑
Indian Air	↑, B Button + ↑
Peacock	↓, B Button + ↑

All moves are based on the player facing right.

STREET SPECIALS

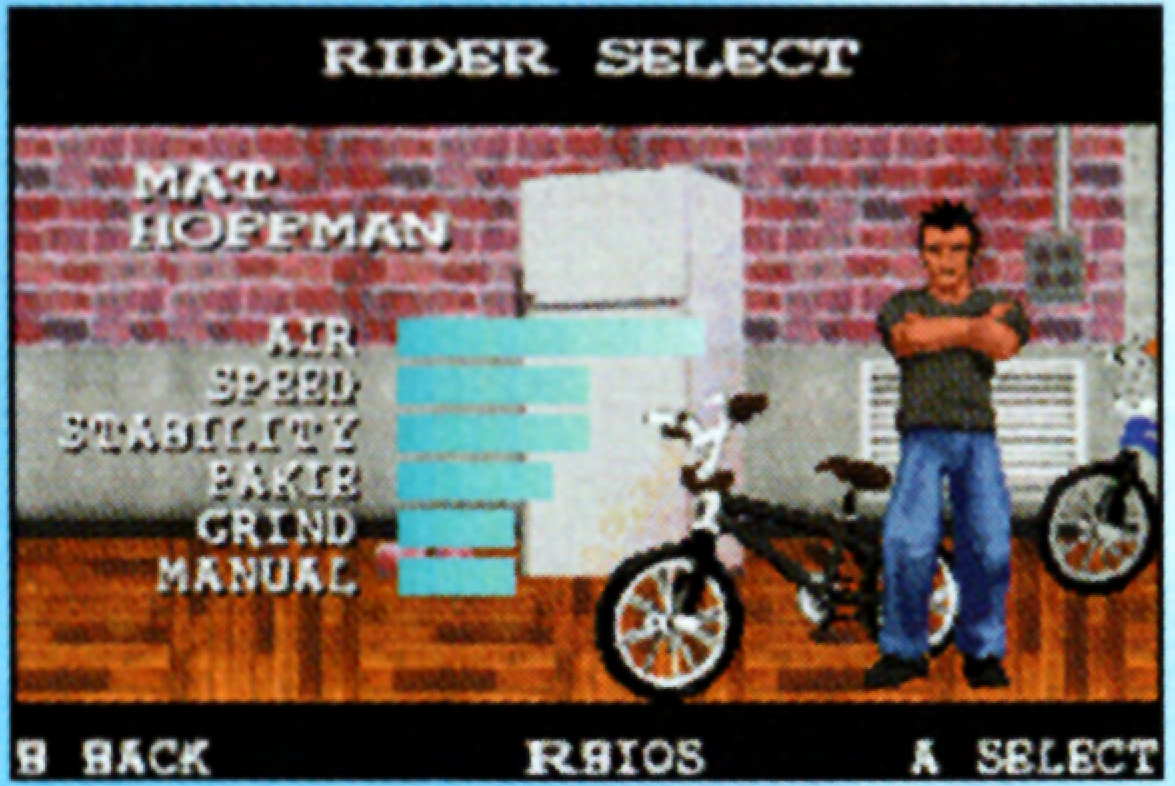
720°	→, A Button + →
360° No Hander	←, A Button + →
Bar Hop	→, B Button + →
Backflip No Hander	→, A Button + ←
Double Backflip	←, B Button + ←
Front Flip	→, A Button + ↓
Body Varial	↑, B Button + ↑
Superman Seat Grab	↑, A Button + ↓
Front Flip No Hander	←, B Button + ←
Superman 1 Hander	↓, B Button + ↑
Nothing	↑, A Button + ↑
Peg Grab	↓, B Button + ↓

RIDERS AND SPECIALITY TRICKS

MAT HOFFMAN

Vert
900°
540° No Hander
Decade Air
No Handed Flair
Double Flair
Double Tailwhip
No Foot Can Can
Rocket Queen

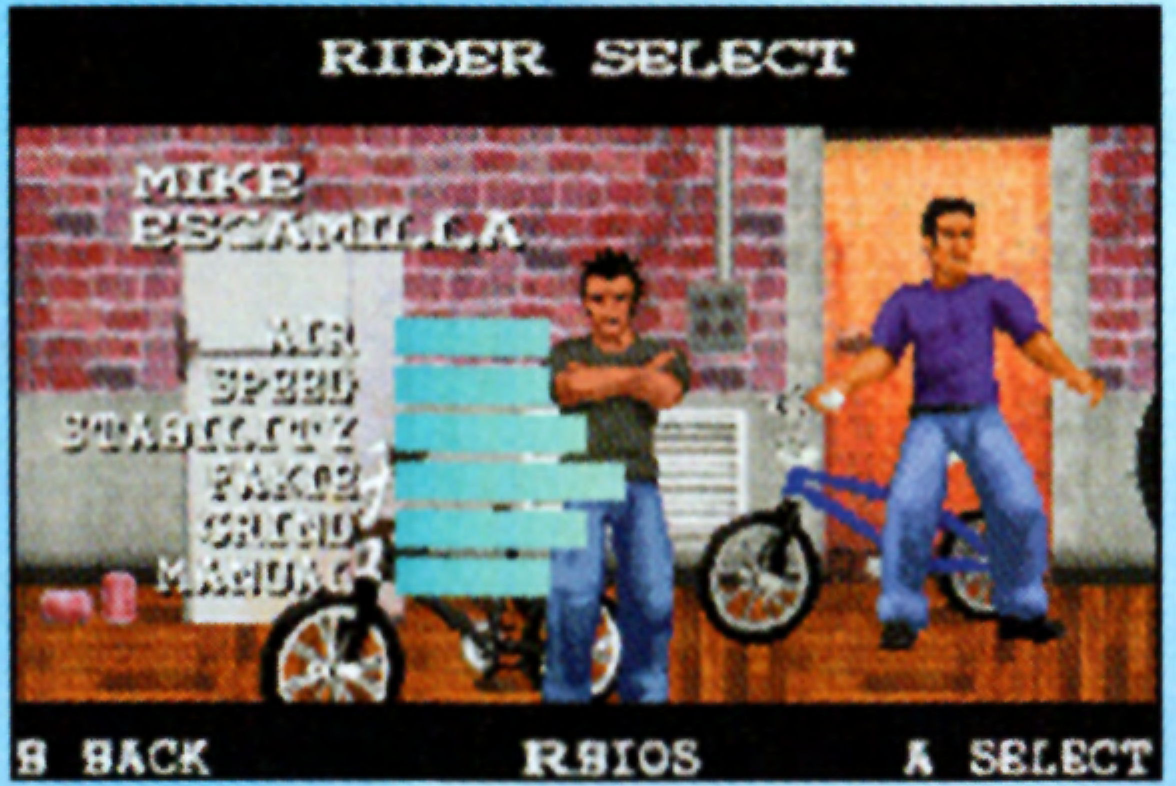
Street
720°
360° No Hander
Bar Hop
Backflip No Hander
Double Backflip
Body Varial
Front Flip No Hander


RIDER SELECT
MAT HOFFMAN
AIR
SPEED
STABILITY
FAKIE
GRIND
MANUAL
B BACK
R BIOS
A SELECT

MIKE ESCAMILLA

Vert
900°
540° No Hander
Decade Air
No Handed Flair
Double Tailwhip
No Foot Can Can

Street
720°
360° No Hander
Bar Hop
Backflip No Hander
Front Flip
Body Varial
Superman Seat Grab


RIDER SELECT
MIKE ESCAMILLA
AIR
SPEED
STABILITY
FAKIE
GRIND
MANUAL
B BACK
R BIOS
A SELECT

CORY NASTAZIO

RIDER SELECT
CORY NASTAZIO
AIR
SPEED
STABILITY
FAKIE
GRIND
MANUAL
B BACK
R BIOS
A SELECT

Vert
900°
540° No Hander
Decade Air
No Handed Flair
Double Flair
No Foot Can Can

Street
720°
360° No Hander
Bar Hop
Backflip No Hander
Double Backflip
Front Flip
Front Flip No Hander

JOE KOWALSKI

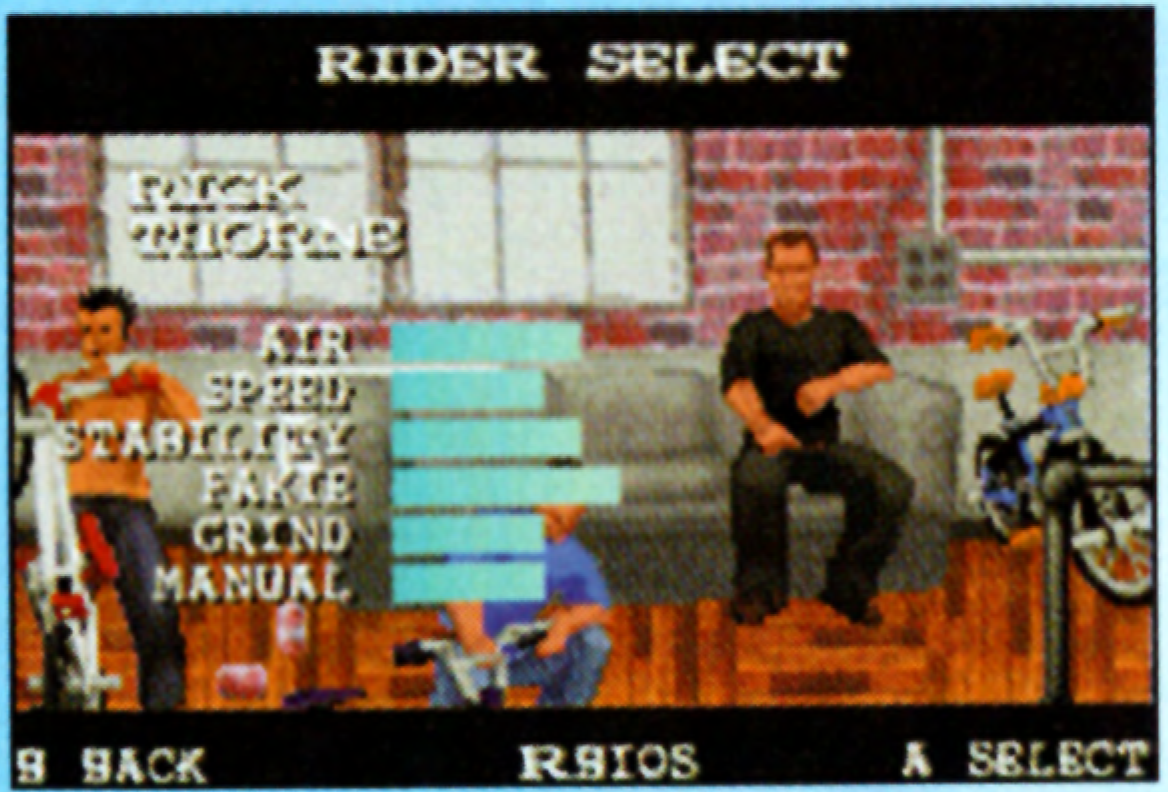
RIDER SELECT
JOE KOWALSKI
AIR
SPEED
STABILITY
FAKIE
GRIND
MANUAL
B BACK
R BIOS
A SELECT

Vert
900°
540° No Hander
Decade Air
No Handed Flair
Rocket Queen

Street
720°
360° No Hander
Bar Hop
Backflip No Hander
Front Flip
Body Varial
Superman Seat Grab
Superman 1 Hander

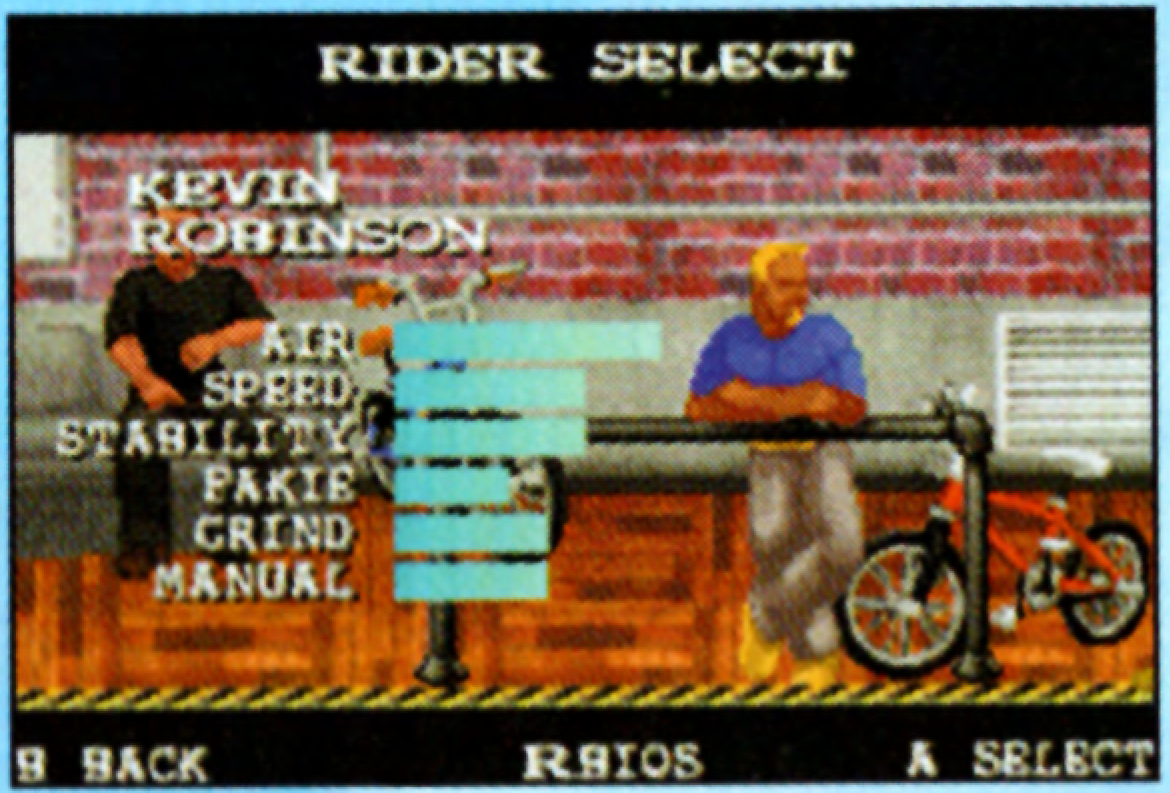
RICK THORNE

Vert	Street
900°	720°
540° No Hander	360° No Hander
Decade Air	Bar Hop
No Handed Flair	Backflip No Hander
Double Tailwhip	Front Flip
Rocket Queen	Superman Seat Grab
	Superman 1 Hander


RIDER SELECT
RICK THORNE
AIR
SPEED
STABILITY
FAKIE
GRIND
MANUAL
B BACK
R BIOS
A SELECT

KEVIN ROBINSON

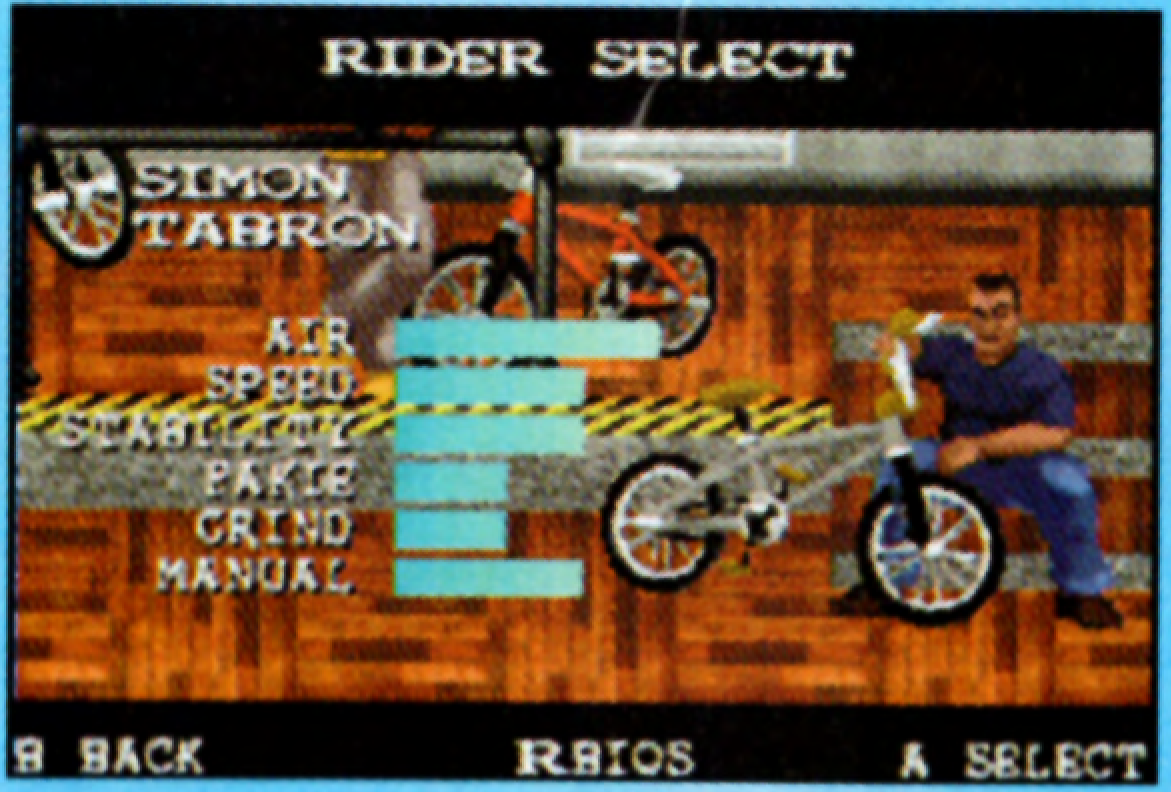
Vert	*Street*
900°	720°
540° No Hander	360° No Hander
Decade Air	Bar Hop
No Handed Flair	Backflip No Hander
Double Flair	Double Backflip
Double Tailwhip	Front Flip No Hander
	Superman 1 Hander


RIDER SELECT
KEVIN ROBINSON
AIR
SPEED
STABILITY
FAKIE
GRIND
MANUAL
B BACK
R BIOS
A SELECT

SIMON TABRON

Vert
900°
540° No Hander
Decade Air
No Handed Flair
Double Flair
No Foot Can Can

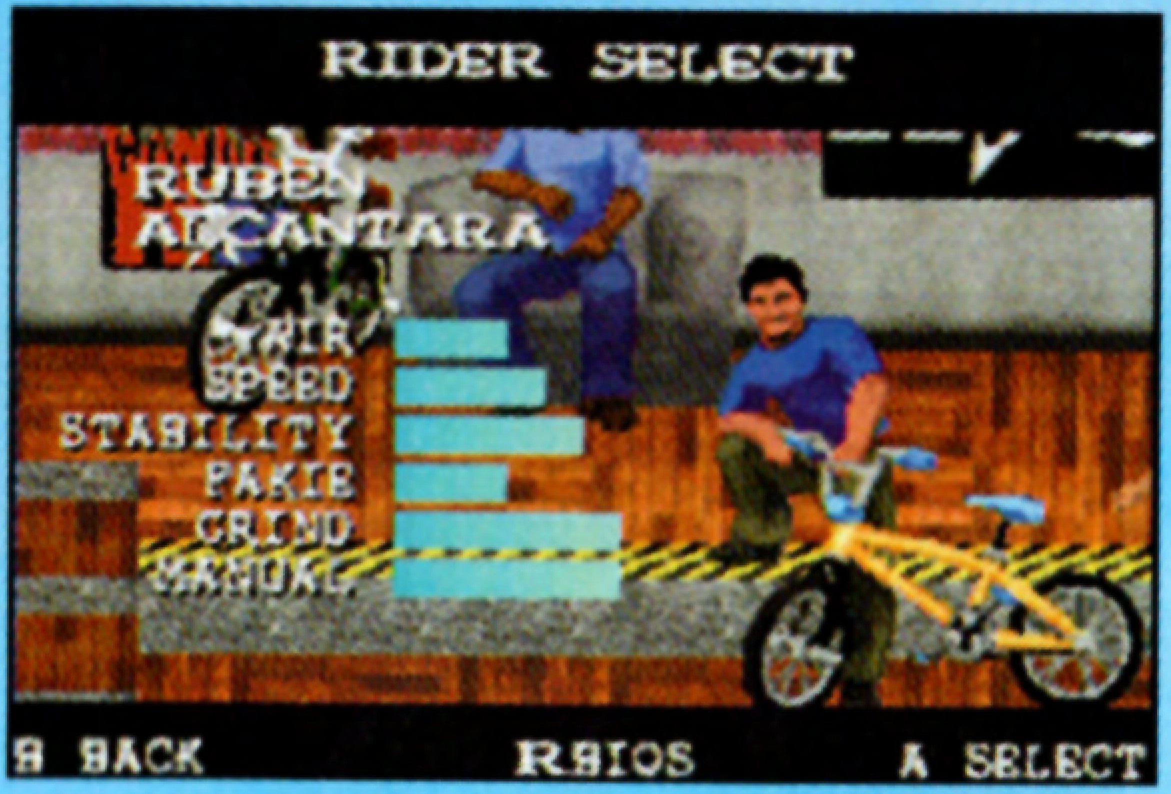
Street
720°
360° No Hander
Bar Hop
Backflip No Hander
Double Backflip
Superman Seat Grab
Superman 1 Hander


RIDER SELECT
SIMON TABRON
AIR
SPEED
STABILITY
FAKIE
GRIND
MANUAL
B BACK
R BIOS
A SELECT

RUBEN ALCANTARA

Vert
Double Tailwhip
Decade Air
No Foot Can Can
540° No Hander

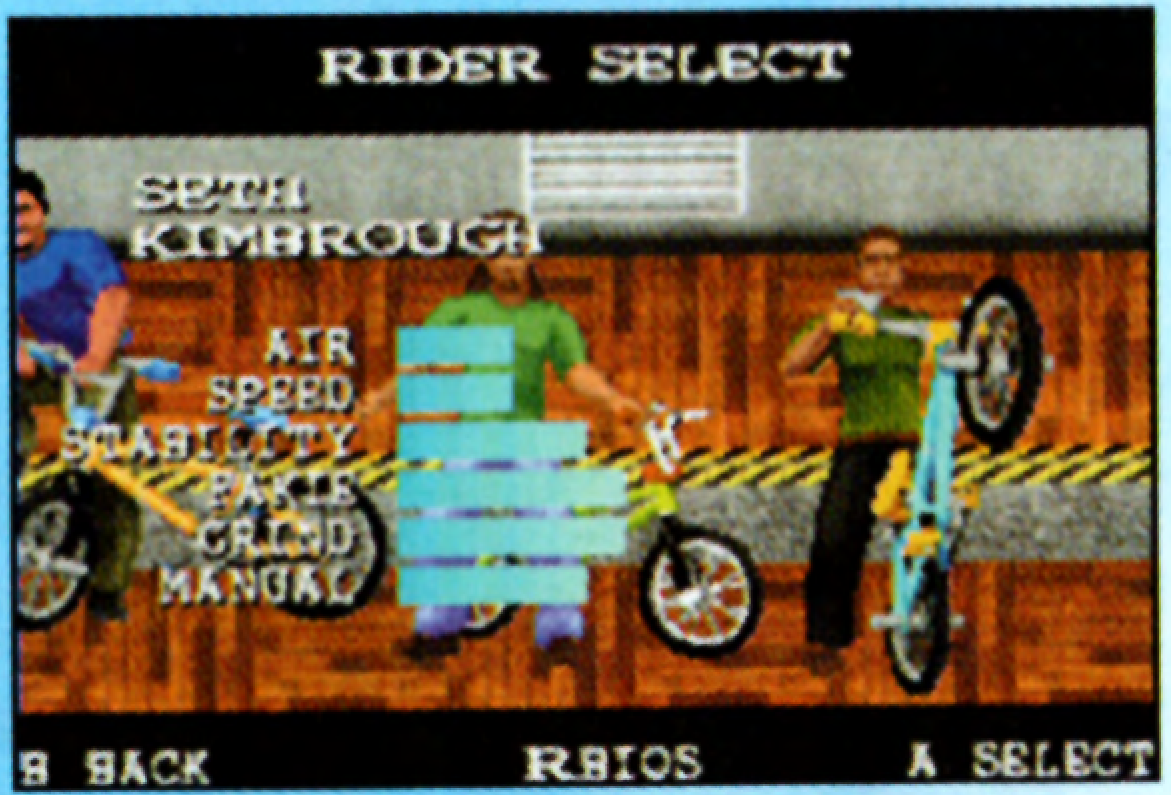
Street
Nothing
720°
Front Flip
Double Backflip
Backflip No Hander
360° No Hander
Body Varial


RIDER SELECT
RUBEN ALCANTARA
AIR
SPEED
STABILITY
FAKIE
GRIND
MANUAL
B BACK
R BIOS
A SELECT

SETH KIMBROUGH

Vert
Double Tailwhip
Decade Air
No Foot Can Can
540° No Hander

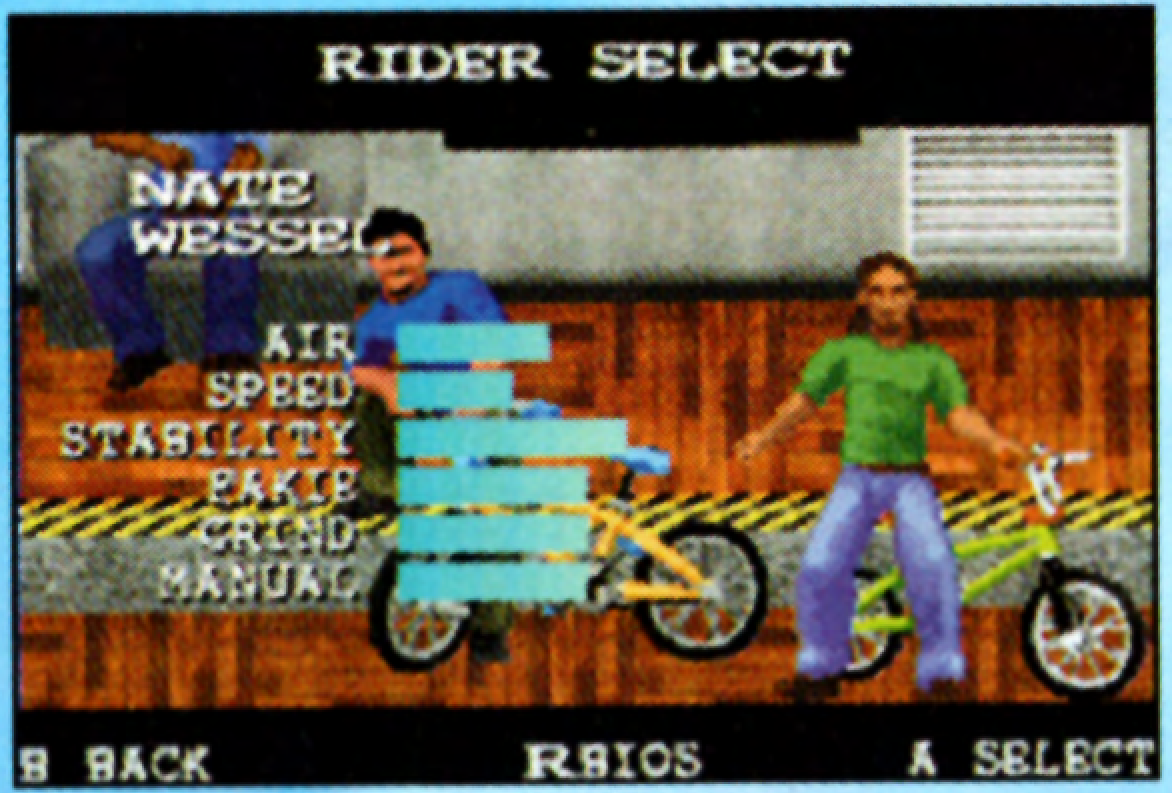
Street
Nothing
720°
Front Flip
Double Backflip
Superman Seat Grab
Backflip No Hander
Superman 1 Hander
360° No Hander


RIDER SELECT
SETH KIMBROUGH
AIR
SPEED
STABILITY
FAKIE
GRIND
MANUAL
B BACK
R BIOS
A SELECT

NATHAN WESSEL

Vert
Double Tailwhip
900°
Decade Air
No Foot Can Can
Rocket Queen
540° No Hander
Indian Air
Peacock

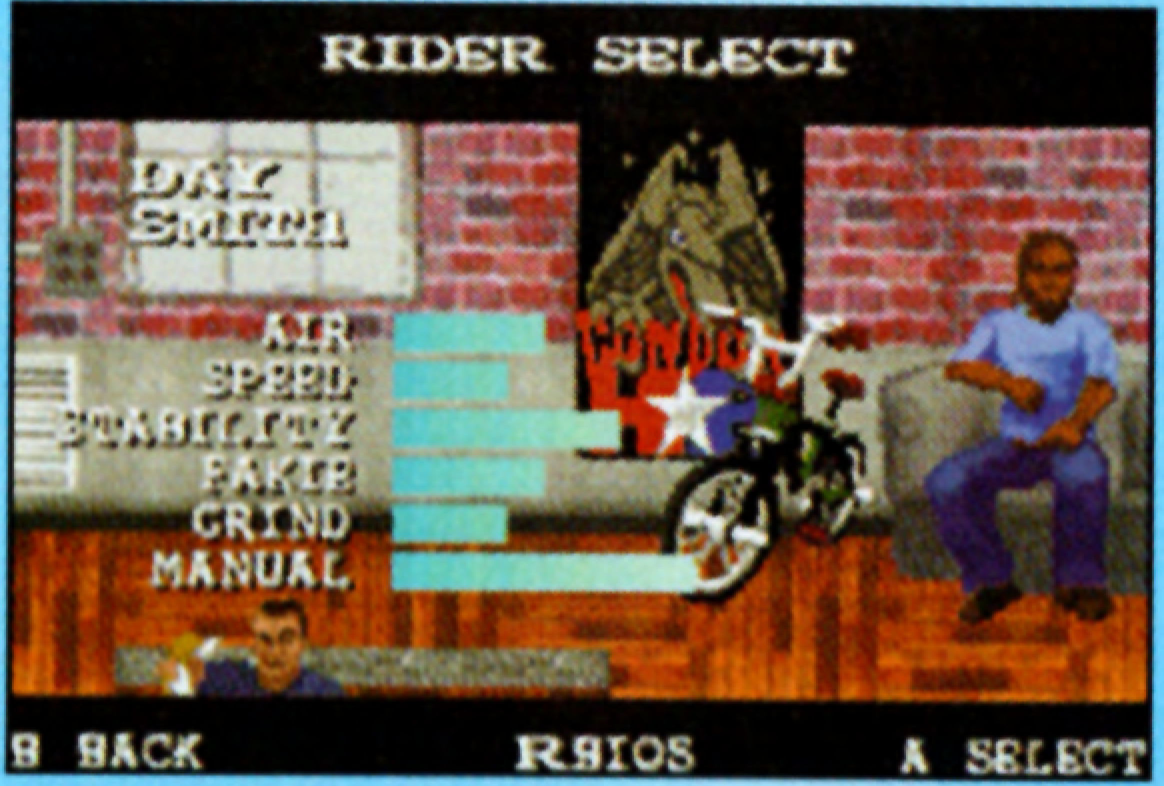
Street
Nothing
720°
Front Flip
Double Backflip
Superman Seat Grab
Backflip No Hander
360° No Hander
Body Varial
Front Flip No Hander


RIDER SELECT
NATE WESSEL
AIR
SPEED
STABILITY
FAKIE
GRIND
MANUAL
B BACK
R BIOS
A SELECT

DAY SMITH

Vert
900°
Decade Air
Double Flair
No Foot Can Can
No Handed Flair
Rocket Queen
540° No Hander

Street
720°
Double Backflip
Superman Seat Grab
Backflip No Hander
Superman 1 Hander
360° No Hander
Bar Hop


RIDER SELECT
DAY SMITH
AIR
SPEED
STABILITY
FAKIE
GRIND
MANUAL
B BACK
R BIOS
A SELECT

LOCATIONS

Rise up through the ranks from Amateur to Pro through eight main Road Trip locations:

Oklahoma, Las Vegas, Chicago, New Orleans

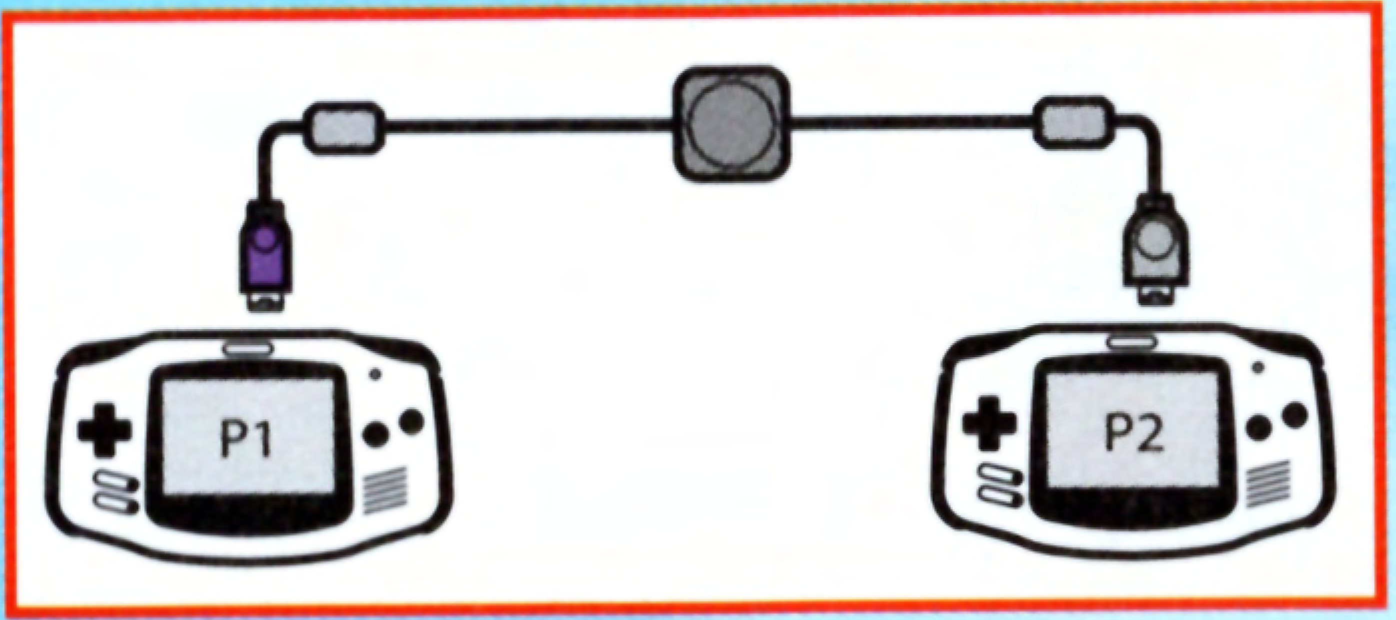
Los Angeles, Portland, Boston, Hawaii

HOW TO CONNECT GAME BOY® ADVANCE GAME LINK® CABLES

WHAT YOU WILL NEED

- 2 Game Boy® Advance systems (one for each player)
- 2 Mat Hoffman Pro BMX™ 2 GBA Game Paks
- 1 Game Link® Cable

CONNECTING THE CABLES



1. Check that the POWER switch on each GBA is set to the "OFF" position. Insert a Game Pak into each GBA.
2. Plug the Game Link® Cables into the External Extension Connector of the GBAs.
3. Turn the POWER switch on both GBAs to the "ON" position.
4. Using the Control Pad, Player 1 should select Multiplayer Link and choose the game mode.

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Robot 2
John Rowlands

Robot 3
Steve Rowlands

Robot 4
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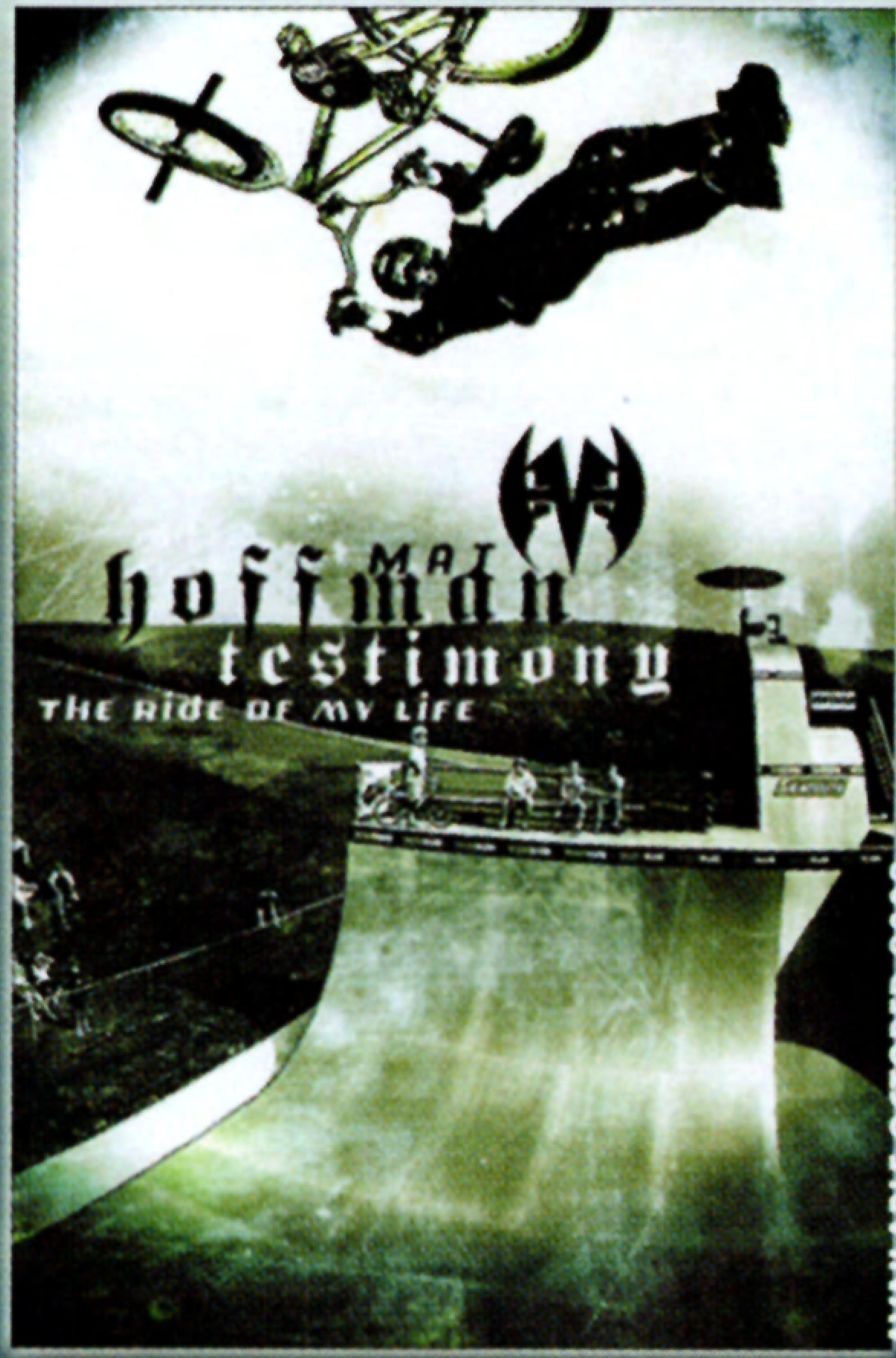

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